

# Aidan Brasseur

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## Skills

**Languages** C#, Python, C, TypeScript, SQL, JavaScript, HTML, CSS, Java, C++

**Technologies** MySQL, Azure Cosmos DB, .NET, React Native, Flask, ASP.NET, PostgreSQL, Angular, Express, MongoDB, Microsoft SQL Server

## Education

### University of Toronto

Toronto, ON

HONOURS BACHELOR OF SCIENCE, COMPUTER SCIENCE

Sept 2018 - May 2022

- Cumulative GPA: 4.0 / 4.0
- Focuses in Artificial Intelligence and Computer Vision
- Selected as a member of the Technology Leadership Initiative, a program designed to prepare students with industry-ready skills, strong leadership capability, and an understanding of the technology landscape by providing industry-integrated courses and leadership development workshops.

## Experience

### Microsoft

Redmond, WA

SOFTWARE ENGINEER

Aug 2022 - Present

- Currently working on back-end commerce platforms using C# and .NET.

### Microsoft

Redmond, WA (Remote)

SOFTWARE ENGINEER INTERN

May 2021 - Aug 2021

- Designed and implemented a new REST API used for retrieving, filtering, and shaping the format of commerce documents. Developed the API using .NET, C#, and Cosmos DB.
- Developed a secondary data storage pipeline with Azure Cosmos DB change feed and Azure functions, creating a secondary database with partition key and index policy changes optimized for read efficiency.
- Prototyped a service for aggregating generalized commerce document data into a single document hierarchical format, replacing numerous dedicated document creation services.

### Microsoft

Redmond, WA (Remote)

EXPLORER INTERN

May 2020 - Aug 2020

- Performed a competitive analysis between Azure and its competitors, comparing the virtual machine creation and publishing experiences. Presented findings to senior PMs and developers to influence future changes to the Azure publishing process.
- Designed and implemented new logo upload process that simplifies the experience for publishers by automatically resizing images. Developed the API using C# and the front-end using the Angular framework.

### SNC Lavalin

Mississauga, ON

SOFTWARE DEVELOPER

May 2019 - Aug 2019

- Designed and implemented search, navigation, and user editable comment logs for procurement records in the CanAtom Portal, a construction management suite of workflow applications. Built using C#, HTML5, CSS, SQL Server, and the ASP.NET framework.

### University of Toronto

Toronto, ON

UNDERGRADUATE STUDENT RESEARCHER

May 2019 - Aug 2019

- Worked with Professor Steve Engels to research the effects of employing situated cognition learning strategies within educational video games.
- Collaborated with a partner in the creation of Foreign Agent, a 3D stealth game designed to teach STEM students immunology concepts. Developed using C# and the Unity game engine. [GitHub AidanBrasseur](https://github.com/AidanBrasseur)

## Projects

### TLDR - deCODE Hackathon

March 2021

- Collaborated with Solace over 48 hours to create TLDR, an intelligent messaging service which summarizes channel content that you have missed.
- Developed the core messaging API services using Java, Spring Boot, and the Solace PubSub+ event broker. [GitHub AidanBrasseur](https://github.com/AidanBrasseur)
- Leveraged the Google Cloud Natural Language API and Python to analyze and categorize channel contents.

### Storytellers of Canada Application

Sept 2020 - April 2021

- Developed a mobile application for Storytellers of Canada which enables users to consume Storytellers of Canada content, record and upload their own stories, and respond to other user's stories. Coordinated deployment of the application to the Google Play Store and Apple App Store. [App Store](https://www.storystellers.ca) [Google Play](https://play.google.com/store/apps/details?id=com.storystellers)
- Built the front-end application using TypeScript and React Native, and the RESTful API using Python, Flask, and MySQL. [GitHub AidanBrasseur](https://github.com/AidanBrasseur)

### Request to Pay Android Application

Sept 2019 - Dec 2019

- Collaborated with Scotiabank to develop an Android application for real time business to business payment transactions. [GitHub AidanBrasseur](https://github.com/AidanBrasseur)